



# King County

Metropolitan King County Council  
King County Auditor's Office  
Cheryle A. Broom, King County Auditor  
King County Courthouse  
516 Third Avenue, Room W1033  
Seattle, WA 98104-3272  
206.296.1655 Fax 206.296.0159  
TTY 296-1024

September 17, 2009

Dear Citizen Councilor:

We are pleased to welcome you to this fourth round of forums, ***Public Safety: Law and Justice.*** We are particularly happy to welcome back those of you who took part in the previous round(s).

The mission of the Auditor's Office is to promote and improve performance, accountability and transparency in King County government. The Countywide Community Forums support that mission by providing a unique opportunity to involve citizens in policy-related deliberation and deliver valuable information and performance feedback to decision- and policy-making.

As with previous rounds, the tallied responses will be included in a report that will be presented to the King County Council, the Executive, the press, and will be posted in late October 2009 on our website at [www.KingCounty.Gov/Operations/Auditor/CommunityForums](http://www.KingCounty.Gov/Operations/Auditor/CommunityForums). Reports from Round 1, 2 and 3 are already posted at that address.

While the Citizen Councilor Network and its Countywide Community Forums are managed by citizen volunteer coordinators, the Auditor's Office assures that the topic reflects the interests of the community, that all materials are suitable and even-handed and that all data is handled with due care. If you have any concerns or suggestions, please email the Countywide Community Forums Program Manager at [Chantal.Stevens@KingCounty.Gov](mailto:Chantal.Stevens@KingCounty.Gov).

We know that your time is valuable, and we appreciate that you chose to invest it in this community engagement process. We also hope that you consider this program sufficiently worthy to encourage your neighbors, friends and family to register and participate.

Sincerely,

Cheryle A. Broom  
King County Auditor